**Personal Development**

**Plan**

Rutger Pijnenburg

June 2022

# ****Identity****

My drive is to see different perspectives, this is because I like to see different ways to do things, and they give me methods, processes, and techniques to achieve results.

These perspectives give me new ways to think, allow me to solve more problems, and allow me to solve problems differently, be it faster easier, or prettier.

Lastly, they also help me understand others better, they let me design and explain to a specific person or group of people instead of just designing for what I think is needed.

My favourite thing about design for me is the iterative design process, or trial and error as I like to call it, trial and error gives me a way to try things over and over again while changing small variables and getting new insights while doing so.

Trial and error show me the ins and outs of a topic and lets me find out where I or the design is lacking while trying things out, it gives me a way to make a method my own while still being fun to do, it is a method that works for me since it teaches in a way that I can remember.

Another part about design that I like is the thinking, thinking is something I have always done at pretty much all times, and it helps in design too, as I can use it to analyse the problem, look at the problem from different perspectives, and lastly test possible solutions. After I have then found a few solutions, I test them in real life to find things I had not considered, or to find more problems, after which the cycle starts over.

Just like every other person I have my weaknesses as a designer, my first would be my communication skill, I find it hard to talk with people right from the get-go, it usually takes a few weeks for me to be able to talk, it also means that when I have a question, I am often anxious to ask it, however, I am working on this as improving this is also one of my goals.

My second weakness is the way I focus on things, I usually get lost trying to do things, or research stuff that is completely unnecessary or useless for the task that I should be doing.

My last weakness is that I usually require time to think things over, I find it hard to immediately start brainstorming for example, and instead like to mull it over before brainstorming.

When working in a group I typically take the role of either the plant or the completer finisher, but I am also a specialist. I am good at finding solutions to problems, but finding the problems is more troublesome.

Lastly, my passion is 3D modelling, I like to do it and often find myself in a situation where it is suddenly very late. I use Blender to model, a software I like to use as it feels like it matches the way I think, when looking for something I stumble upon it in the place I would expect it.

# Vision

I see design as a means that can help others or improve processes, something that keeps repeating and something that is never finished since the world and the people for which you design also always change.

I feel that designers must never stop learning, that there is never an endpoint, and that one can always improve a product or themselves.

I want to work more with 3D-modelling be it with printers or the actual models since I think these will become more necessary in the future.

For now, I am working towards making models for film or for games, this is because I like it when I see a design made in a way that I would have thought about, this also ties to my identity, where I said that my drive was to see different perspectives.

Another type of product I like are free products, products that are not stuck behind a paywall and thus can be used by everyone, this can be seen by the programs I use to create things, they are also free, but it also comes back when looking at the kinds of products I like.

# Goals

This Year I set several goals for myself, some of these I succeeded in, and others are ongoing, in this section I will reflect back on my goals and set new ones.

## Communication, Professional skills

My first goal was to improve communication, as I wanted to be properly able to voice my own opinion, pitch, and talk to people, my goal was to decrease the amount of time I need to open up to people to a week. I was successful in achieving this, as in the fourth quartile I could talk to my new teammates within a week, I am not done however, as I am still limited in what I can say, therefore I will set a new goal, once again it is to improve communication.

I will do this by going to going to my culture association once a week, where I will have a conversation with at least two people, I will keep doing this for the entire year.

## Direction

The second goal that I had set was to find out what I wanted to do later in life, as I was living with the simple mindset to improve, not a bad mindset, but I did not have something to improve toward, Therefore I had set myself the goal to look around to what is possible, and to experiment what I could do, I said that I would ask for a meeting with a coach, which I did not do, but I did find a more clear direction for myself, as I want to work towards modelling for films or games. This is not the end however, as now I will need to set new goals to achieve this, which I will go into later in this document.

## Prototyping, creativity and aesthetics / Technology and realisation

My third goal was to do more with prototyping, as I was currently limiting myself to 3D printing to test even though I knew the power that prototyping had. My specific goal was to make at least two prototypes a week, which I did not reach at all, it might have been possible, but I found myself choosing to work on school assignments instead. I did however improve, I got the chance to work on this in mostly Project 1 and Creative electronics, where I learned how to make prototypes with a goal, be it the look, feel, or interaction, this allowed me to make prototypes other than high fidelity ones, which are also useful, but only at the end.

## 3D-modelling, technology and realisation / creativity and aesthetics

My last goal was to improve my 3D modelling skill, I wanted to do this because 3D modelling is my passion, but if I wanted to use it as a job I would have to improve even more. The goal was to use Blender at least 3 times a week, with a session being at least an hour long, and on average I did make this. For now, I will set a new goal, one that ties in with my direction goal from before, I want to make a character that is fully rigged and has shaders, which is one step up from what I currently am able to do, as I have never rigged a face, or made a proper shader, I want to achieve this goal by the end of the first quartile.

## Portfolio

This year we had to create a portfolio and I did not have the time I wanted to work on the looks of the website as I spend a lot of time learning to code it, therefore I will remake it during the summer vacation, along with learning more JavaScript, as interactions are currently limited. My specific goal is to remake the entire portfolio and keep it updated for the entire year, which I will start with watching a video on JavaScript that I have found. I will also experiment with making a more professional-looking portfolio.

## Direction

There is another thing I still have to do in order to get to my goal, I have to show more of what I can do, as currently all files are just gathering dust on my computer, I will start a social media account to post my creations and post on it at least once a month, which I hope, will help with getting jobs.

## PDP, Creativity and aesthetics

My last goal is a smaller one, I want to make my PDP look better as it currently is just black and white, thus I will experiment with designing a proper one, I will start doing this after I have done the research for my portfolio, so I will start around the second quartile, after which I will finish by the end of said quartile.